

SLACKSKIN & FLINT

LOADING INSTRUCTIONS ATARI ST/ AMIGA

Ensure that your computer has been switched off for at least sixty seconds immediately prior to loading the game. If you have a mouse connected to your computer remove it before loading the game. Switch on your machine and insert the game disc in your first disc drive, the game should load automatically. In case of difficulty please remove any additional hardware and try again. If the game fails to load on the first attempt leave the disc in the drive and reset your machine.

OPTIONS

Press the HELP key for options.
Select one or two player option.
Select sound effects or music.
Select difficulty.

THE GAME

Collect the number of eggs shown below your score at the top of the screen. When one player collects their quota of eggs the vortex will appear. Jump into the top of the vortex to travel to next level. The Player who triggers the vortex gets to keep any powerups they currently hold.

Contact with enemies and spikes will result in the loss of a life, as will falling though the bottom of the screen or staying underwater for too long, (the player will flash blue when air is needed).

When enemies die they leave behind various objects. As players build up their scores objects will also fall from the sky.

The game can be paused during play by pressing the HELP key and restarted by pressing the DEL key.

Extra lives are awarded every 6,000 points.

OBJECTS

Food	Points.
Gems	Extra Points.
Boot	Speedup.
Battery	Invincibility.
Spring	Extra jump height.
Glue	Slows player.
Arrows	Reverse joystick.
Potion	Invincibility.
Matches	Ignite flame. (Flint)
Oil drum	Fireballs. (Flint)
Magic stone	Spud fire. (Slackskin only).
Clock	Slows time.
Broken Clock	Stops time.
Heart	Extra life.
Bomb	Kills all enemies on screen.
Hoover	Sucks all objects towards player.
Small Stones	Sprays gravel.

CREDITS

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